

A dark, dimly lit hallway with a door on the left and a light source at the end.

Monster Rush

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A dark, blurry hallway with a yellow door on the left and a light at the end.

Aim

- Running through the dark and abnormally long corridor of your home. Transformed from its cozy interior to something more sinister looking as the sound of dark monsters of your nightmares chase you.
- Run and avoid the different obstacles ahead, fallen furniture, deformed beings taken from the form of your own childhood challenges, trying to find a way out of this never-ending nightmare.



Background

- You're a young child suffering challenges in your life You find yourself in a monstrous realm and must run and avoid obstacles along the way.
- Make sure to recharge your flashlight to reveal obstacles farther ahead.
- Maintain your sanity by not running into obstacles or getting caught.
- Eventually find a way to escape and find safety from running away from your inner demons.

Features

- -Running
- -Jumping + sliding
- -Recharging flashlight
- obstacles



Pillars

- -Running (15%)
- -Jumping + sliding (25%)
- -Recharging flashlight(15%)
- Obstacles (45%)



A dark, atmospheric hallway with a yellow door on the left and a light at the end of the corridor.

Skills students will use

- Classes [character, obstacles, battery, monster ...]
- Arrays [battery reload, obstacles...]
- Graphics [sprites, animations]
- Source control [git hub]
- Software [VS2022, Photoshop]
- Teamwork + Documentation



Fun things to work on

- Creating screen to follow character as he runs.
- Setting up obstacles and animations for the character avoiding them.
- Creating affects to add to the experience + monster approaching.

Elements

- Visual Asset Creation- Draw characters within the game + obstacles [15]
- Audio Asset Creation- Scary theme music in the background [3]
- Menu System- Select to play or see records [5]
- HUD- Battery Fuel [5]
- Basic Game Play- Use flashlight, jump, slide.
- Graphics- Sprites, Text.
- Advanced game play- Generating random obstacles + unlock secret levels.
- Advanced graphics- add shadows.